ANDROID™ NETRUNNER™
THE CARD GAME

Escalation

"You have been sold a lie of prosperity, growth, and wealth, a phantasm of a happy world that is more fragile than you could believe. All it will take is a single spark, and it will all go up in flames."
– *Omar Keung, the Flashpoint*

For 23 seconds, the worlds' largest bank and backer of the worlds' most important currency goes dark. Trillions of credits are lost, stolen, or simply erased. Each corp blames the others. Economies, industries, lives collapse. And that's just the beginning.

New Concepts

The *Flashpoint Cycle* introduces two new concepts: Ice and Operations with trash costs, and the "Terminal" subtype. These rules explain how these concepts function, and should be treated as an addition to the rulebook in the *Android Netrunner: The Card Game* Core Set.

Ice and Operations with a Trash Cost

When the Runner accesses a piece of ice or operation card with a trash cost, he or she may pay that cost to trash that card as they would normally trash an asset or upgrade. Encountering an installed piece of ice does not allow you to trash it by paying that ICE's trash cost; you may only trash it if the ICE is accessed while it is not installed.

New Subtype: Terminal

During your actions phase, as a standard player action you may play a **Terminal** operation the same way you would play any other operation. Doing so, however, immediately ends the Corporation's action phase once the card has resolved. The Corp player loses any unspent ⓒ and then play proceeds to the Corporation's discard phase.

Escalation

Eiko perched on top of a crumbling concrete blockhouse not far from Antiguo Guayaquil. With her enhanced vision, she had an excellent view of the undercity street below and the squat, sprawling buildings in the shadow of the arks above. With her enhanced hearing, she could clearly make out the gunfire and screaming coming from the far side of the block. Someone had beat her to the target. Someone with a much more flexible definition of "subtlety."

She flicked her left wrist and projected the virt image of her target one last time: Greg Logan, lawyer, NBN Surveillance Contracts Team, hair blond, skin brown, height 172 centimeters. She didn't know why Jinteki wanted him, and didn't care. Her part wasn't to question.

Eiko raised her right arm and fired a grapnel from her wrist-mount, securing it onto a strut supporting a slidewalk above her, then swung across the gap to the next building. The grapnel released and then retracted back up her sleeve as she ran toward the firefight.

Two sec teams were shooting it out at the front entrance of a dilapidated hotel, one easily a century old. It had been used as an NBN safehouse, but apparently whatever tip drew Eiko here had reached other interested parties as well. The yellow-armored NBN security team was pinned down by a larger force wearing badgeless black armor. Eiko could hear movement beneath her as more members of the sec team moved through her building to attack the hotel from a new direction. If there were any civilians in the area, they were not making an effort to slow the progress of the sec team.

Eiko paused, crouching in the shadows. She took a deep breath, launched her grapnel again, and swung across onto the hotel. She ran forward, hearing shouting, feeling a bullet pass close by—fired by which team? She didn't know. Then she was lost in the shadows, again, moving past an outdated rattling old air conditioning unit and emerging in the shadow of a hopper pad. A single security trooper in NBN yellow stood on the platform, facing towards the transplas doors of the hotel's roof access. Eiko rolled under the pad, came up beneath the trooper, and drew a carbon knife from under her other sleeve. She stabbed him from beneath—deep into his thigh—and caught him as he fell. She left the knife in the wound to stem the bleeding; the poison killed him before his next heartbeat anyway.

By the time Logan and his escort came out of the doors, Eiko was wearing an NBN uniform and standing guard over the recently arrived hopper. "Mr. Logan," she said, opening one gull-wing door. "This way." Logan climbed in. When the first of his two escorts made to follow, she shot him through the head, then shot the other. She slid into the hopper and leveled her gun at the Tenma clone at the yoke.

"Nihongai District," she said, in Japanese. "Manual control." The clone blanched, and nodded, and the hopper lifted off.

"What is happening?" said Logan. "Who are you?"

"Just another samurai," said Eiko.

Credits

Original Game Design: Richard Garfield

Android: Netrunner Game Development: Lukas Litzsinger

Expansion Design and Development:
Damon Stone with Erik Dahlman and Lukas Litzsinger

Android Universe created by:
Kevin Wilson with Daniel Lovat Clark

Android Story Team: Daniel Lovat Clark, Michael Hurley, Lukas Litzsinger, Katrina Ostrander, and Zoë Robinson

Insert Fiction: Daniel Lovat Clark

Editing: Jacob Morris and Nick Sephton with Katrina Ostrander

Android: Netrunner Graphic Design:
Michael Silsby with Chris Beck, Shaun Boyke, Dallas Mehlhoff, Andrew Navaro, and Evan Simonet

Expansion Graphic Design:
Mercedes Opheim with Monica Helland, Chris Hosch, and Duane Nichols

Graphic Design Manager:
Brian Schomburg

Cover Art: Galen Dara

Art Direction: Zoë Robinson

Managing Art Director:
Andy Christensen

Producer: Erik Dahlman

Production Management:
Megan Duehn and Simone Elliott

LCG Manager: Chris Gerber

Executive Game Designer:
Corey Konieczka

Executive Producer:
Michael Hurley

Publisher:
Christian T. Petersen

Netrunner is a TM of R. Talsorian Games, Inc. *Android* is TM & © 2016 Fantasy Flight Publishing, Inc. All rights reserved. *Netrunner* is licensed by Wizards of the Coast LLC. © 2016 Wizards. No part of this product may be reproduced without specific permission. Wizards of the Coast and its logo are property of Wizards of the Coast LLC in the U.S.A. and other countries. Fantasy Flight Games, the FFG logo, Living Card Game, LCG, and the LCG logo are ® of Fantasy Flight Publishing, Inc. All rights reserved to their respective owners. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, MN 55113, U.S.A., 651-639-1905. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

PROOF OF PURCHASE

ADN38
Escalation